

Firefight 2 - NKVD Defense at Mir

June 30, 1941 Operations Journal: "Field Marshal von Bock's Army Group Center has encircled large portions of the Soviet 3rd, 4th and 10th armies during the Bialystok-Minsk battle. The Soviets have initiated several break out attempts in order to link up with other West Front formations."

General Situation: Elements of Hoth's 3rd Panzer Group have cornered a Soviet company trying to break through German lines near the wooded area of Mir, SW of Minsk. Instead of surrendering, NKVD elements drive the Red Army units to a fanatical defense. From the south, another Soviet rifle platoon arrives in its effort to escape through the German lines.

Aftermath: The German Wehrmacht foiled all major Soviet break-out attempts of the Minsk pocket and killed or captured over 340,000 men, 4,700 tanks, 9,400 guns and 1,669 aircraft. **Historical Note:** The NKVD army, part of the Soviet secret police, were elite and often fanatical Soviet units that often were responsible for bolstering the Soviet lines and preventing wholesale retreats.

Commanders: 2 - 4 **Initiative:** Soviets on Round 1. Both commanders of a faction take a turn, then both opponents.

Note: Each commander has his own track sheet. Commanders combine their VPs at the end of the firefight for a combined win or loss.

CAPs per Commander: Germans 2 CAPs, plus ? CAPs each round thereafter (see special rules below). Soviets 5 CAPs each.

Cards: Shuffle all action and bonus cards under #14. Each commander receives 2 cards on round 1 and 1 card each round thereafter.

Map Setup: Map 1. Place German Control Marker on hex G08 and a Soviet Control Marker on hex B13.

German Special CAP Rules: If the Germans control hex G08 at the beginning of rounds 2 thru 5, they each receive bonus CAPs, for the current round only, equal to the current round number. If a Soviet commander controls hex G08 at the end of a round, he receives 1VP.

Soviet Special Reinforcement Rules: If the Soviets control the hex B13 at the beginning of the round 3, each Soviet commander receives a Rifle '41 reinforcement. The NKVD commander's rifle enters between hexes B11 thru A18 and the Relief Force commander's rifle enters between hexes L02 thru L10. If a German commander controls hex B13 at the end of a round, he receives 1VP.

German Forces: Each player commands one platoon.

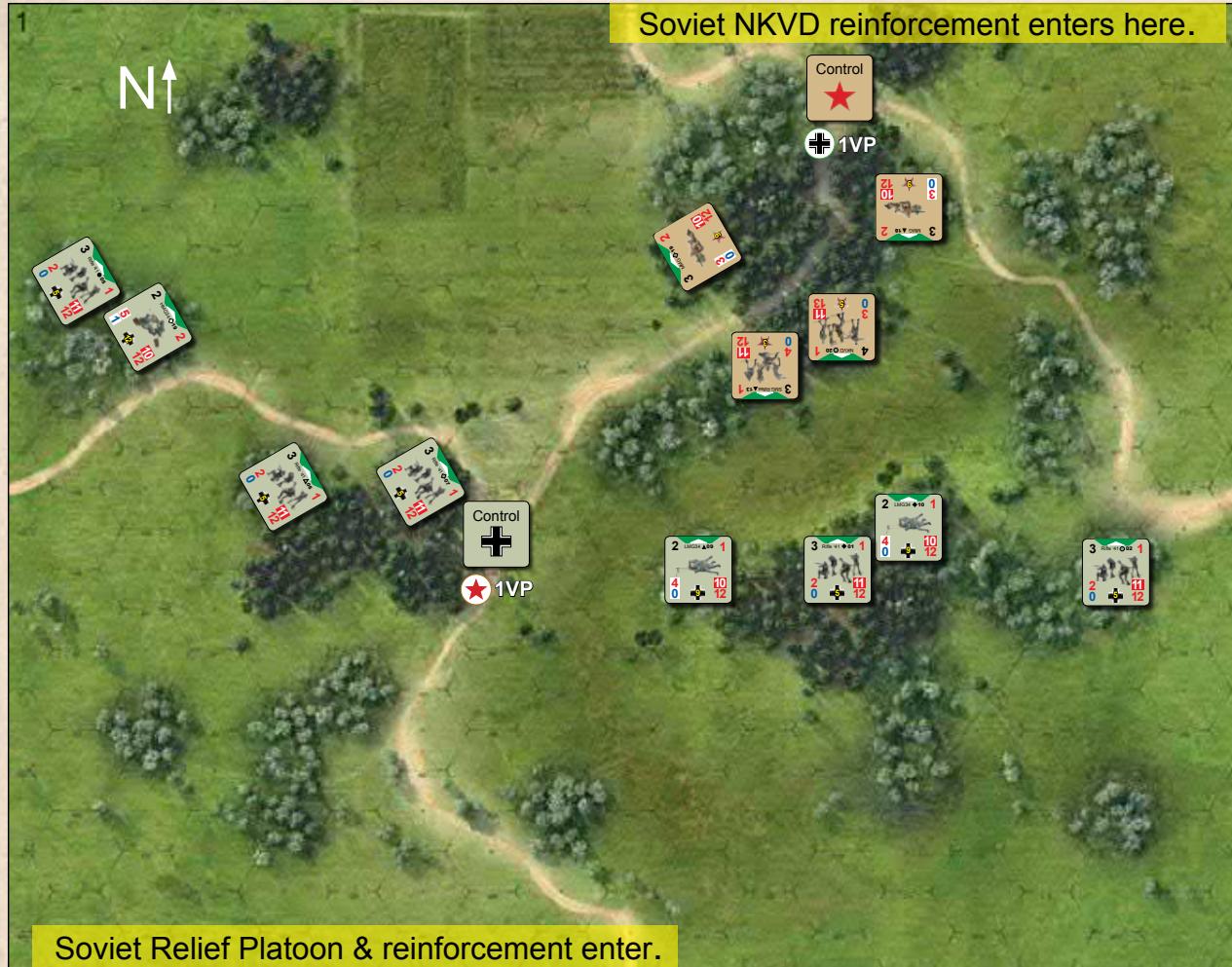
1st Platoon Setup: Place as listed.	2nd Platoon Setup: Place as listed.
	

Victory Points:
1VP - Immediately score each Soviet unit eliminated.
1VP - For Control Marker B13 held at the end of each round.

Soviet Forces: One player commands the NKVD Co., the other commands the Relief Platoon.

NKVD Co. Setup: Place as listed.	Relief Platoon Enters Round 1: Enter anywhere from L02 thru L10.
	

Victory Points:
1VP - Immediately score each German unit eliminated.
1VP - For Control Marker G08 held at the end of each round.



Soviet NKVD reinforcement enters here.

Round 1
Initiative ★
Control G08 ★ 1VP
Control B13 +1VP

Round 2
Control G08 +2CAP ★ 1VP
Control B13 +1VP

Round 3
Control G08 +3CAP ★ 1VP
Control B13 +1VP ★ Reinf.

Round 4
Control G08 +4CAP ★ 1VP
Control B13 +1VP

Round 5
Control G08 +5CAP ★ 1VP
Control B13 +1VP
Firefight Ends

Soviet Relief Platoon & reinforcement enter.

Player Command: Soviet AI: German

Player Command: Soviet Round 1 Initiative: Soviet Soviet CAP Allocation per Round: 5 **Beginning Victory Points:** 1 German **Action Cards:** All Action and Bonus cards under 14. The Soviet receives 2 cards in Round 1 and 1 card each Round thereafter. **Order Cards:** 6-43

Counteractions

AI closest to a Unit that is flanking
► Fire (+2 CAP)

Highest FP AI closest to a Unit
► Fire (+2 CAP)

AI Mission Objectives

Soviet Control Marker

Mission Orders

Highest FP AI closest to a German Control Marker
► Fire at the Unit closest to the Control Marker (+2 CAP)

AI closest to a Soviet Control Marker
► Move towards

Mission Track

1 Start Mission	2 A fresh Soviet Unit closest to an AI is marked as spent.	3 Sniper As AI Action: Roll 1D6. The Player loses the rolled number of CAPs. CAP losses are for current Round only.	4 If the Germans control hex G08, shuffle 2 random Defense Command Order Cards into the Order Card Deck.
5 Score Victory Hexes B13 German, G08 Soviet	6 CAP Surplus While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.	7 Seek Cover As AI Action: Lowest DV AI closest to a Unit ► Place a Hasty Defense Marker on AI	8 If the Germans control hex G08, shuffle 1 random Defense Command Order Card into the Order Card Deck.
9 Reinforcements Soviet reinforcement if they control hex B13. Score Victory Hexes B13 German, G08 Soviet.	10 Autorally As AI Action: Hit AI closest to a Unit ► Autorally If no AI can Autorally, execute the Order Card.	11 A fresh Soviet Unit closest to an AI is marked as spent.	12 If the Germans control hex G08, shuffle 1 random Defense Command Order Card into the Order Card Deck.
13 Score Victory Hexes B13 German, G08 Soviet	14 BF Confusion As AI Action: Fresh, Highest FP Unit closest to an AI ► Mark as spent If not, exec. Order Card.	15 A fresh Soviet Unit closest to an AI is marked as spent.	16 If the Germans control hex G08, shuffle 1 random Defense Command Order Card into the Order Card Deck.
17 Score Victory Hexes B13 German, G08 Soviet	18 Command Exp Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.	19 A fresh Soviet Unit closest to an AI is marked as spent.	20 End of Mission Score Victory Hexes B13 German, G08 Soviet

Player Command: German AI: Soviet

Player Command: German Round 1 Initiative: Soviet German CAP Allocation per Round: 2 **Beginning Victory Points:** 1 Soviet **Action Cards:** All Action and Bonus cards under 14. The German receives 2 cards in Round 1 and 1 card each Round thereafter. **Order Cards:** 13-52

Counteractions

AI closest to a Unit that is flanking
► Fire (+2 CAP)

If an AI is in the Draw Cup:
Draw an AI from the Draw Cup
► Move onto the map hex (along the specified map edge) closest to a Mission Objective or Unit

AI Mission Objectives

German Control Marker

Mission Orders

AI closest to a German Control Marker
► Move towards

Highest FP AI closest to a Soviet Control Marker
► Fire at the Unit closest to the Control Marker (+2 CAP)

Mission Track

1 Start Mission	2 A fresh German Unit closest to an AI is marked as spent.	3 Advance As AI Action: Unhit fresh AI closest to a Unit ► Move 2 hexes (Don't make a spent check) If not, exec. Order Card.	4 If the Germans control hex G08, add one time +2 bonus CAPs.
5 Score Victory Hexes B13 German, G08 Soviet	6 CAP Surplus While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.	7 A fresh German Unit closest to an AI is marked as spent.	8 If the Germans control hex G08, add one time +3 bonus CAPs.
9 Reinforcements Soviet reinforcement if they control hex B13. Score Victory Hexes B13 German, G08 Soviet.	10 Swift Action The AI performs 2 Order Card Actions in a row, drawing a new Order Card for the second action. Then Player's turn.	11 BF Confusion As AI Action: Fresh, Highest FP Unit closest to an AI ► Mark as spent If not, exec. Order Card.	12 If the Germans control hex G08, add one time +4 bonus CAPs.
13 Score Victory Hexes B13 German, G08 Soviet	14 Careful Aim As AI Action: Highest FP AI closest to a Unit ► Fire (+4 CAPS) If not, exec. Order Card.	15 A fresh German Unit closest to an AI is marked as spent.	16 If the Germans control hex G08, add one time +5 bonus CAPs.
17 Score Victory Hexes B13 German, G08 Soviet	18 Command Exp Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.	19 A fresh German Unit closest to an AI is marked as spent.	20 End of Mission Score Victory Hexes B13 German, G08 Soviet

Firefight 3 - The Gap

June 23, 1941 Letter: "Meine Liebste Friedle, Yesterday, the invasion against the Bolsheviks began. Our Panzers are rushing ahead and our company must sweep up the Soviets who are left behind and have not surrendered yet. I foresee no problems, because they are all ill trained and basically do not want to fight." - Corporal Hans Rastlingen near Przemysl.

General Situation: As the 14th Panzer Div. punched through and rushed past the Soviet defenses on the Bug River, a gap opened between the 24th and 262nd Infantry Divisions of the 17th Army. The Soviets surprised the Germans with their tenacity, inflicting heavy losses on the Germans. The 296th Infantry Div had to be brought forward to close the hole and stabilize the line. Elements of the 520th Infantry Regiment must root out Soviet forces, some hidden, and scout the road to the east.

Commanders: 2 **Initiative:** Soviets on Round 1. **CAPs per Round:** German 8 CAPs Soviet 6 CAPs

Cards: Shuffle all action and bonus cards under #20. Each commander receives 2 cards on round 1 and 1 card each round thereafter.

Map Setup: Maps 1 and 2. Place a Soviet Control Marker on hex 2-J10.



German Forces: One Rifle Platoon

Setup: Stack a squad, consisting of one Rifle counter and one LMG counter, on each road hex 1-J07, 1-I07, 1-H08 and 1-G08.



Notes & Tactics: In 1941, most German platoons were made up of 4 squads each. Each squad (or Gruppe) was made up of 5 riflemen, a NCO squad leader, his second, and a 3 man LMG unit. The squad centered around the LMG. The LMGs were trained to lay down suppression fire, while the riflemen advanced to an objective. German squads were tightly knit groups that were trained to work together. They are represented by 2 counters at this time- a rifle counter and a LMG team counter, to better simulate the 1941-42 German tactics.

Orders: Your platoon is operating as a scouting force. Scout the road up to the east edge of the map and destroy any Soviets encountered. You must limit your casualties.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

1VP - 2-C10 "A" is in LOS of any German unit at the end of each round.

5VP - Control hex 2-J10 (the stone house) at the end of round 3.

2VP - Control hex 2-J10 (the stone house) at the end of the firefight.



Soviet Forces: One Rifle Platoon

Setup: MMG in hex 2-J10. Rifles may be placed anywhere on or east of row F on map 1. (This includes setting up anywhere on Map 2).

Two rifles may start the firefight hidden.



Notes & Tactics: In 1941, most Soviet squads were comprised of 10 men - all rifles and an officer. These squads were not as tactically trained as the Germans and had less decision making autonomy. At the start of the war, Soviet officers were very inexperienced, but were learning quickly. A single MMG unit was attached to a platoon, not each squad. Maxim MMGs were slow to move and not as integrated with the infantry squads as their German LMG unit counterparts.

Reinforcements Round 3: Orders: Your platoon has been cut off.

There are invading Germans all around you. The commissar says that you will defend the motherland until the last man and destroy every German who dares to contaminate her soil! Hold, for we are sending reinforcements.

Victory Points:

1VP - Immediately score each German unit eliminated.

2VP - Control hex 2-J10 (the stone house) at the end of round 3.

4VP - Control hex 2-J10 (the stone house) at the end of rounds 4 & 5.

Hex Type	Movement	Defense
Open or Road	+0 AP	+0 DM
Light Woods	+0 AP	+1 DM
Heavy Woods	+1 AP	+2 DM
Building Wood / Stone	+1 AP	+1/+2 DM
Wall	+1 AP	+1 DM



Play your first firefight without Cautious Movement.

Optional Rule (5.0.3)	Movement	Defense
Normal Open or Road Move	+0 AP	-1 DM
Cautious Open or Road Move	+1 AP	+0 DM

Round 1

Initiative ★

2-C10 in LOS
+1VP

Round 2

2-C10 in LOS
+1VP

Round 3

2-C10 in LOS
+1VP

Control 2-J10
+5VP ★2VP

Round 4

2-C10 in LOS
+1VP

Control 2-J10
★4VP

Round 5

2-C10 in LOS
+1VP

Control 2-J10
+2VP ★4VP

Firefight Ends

Player Command: German AI: Soviet

Player Command: German Round 1

Initiative: Soviet **German CAP Allocation per Round:** 8 **Beginning Victory Points:** 1 Soviet **Action Cards:** All Action and Bonus cards under 20. The German receives 2 cards in Round 1 and 1 card each Round thereafter. **Order Cards:** 3-43

2 Rifles may be set up hidden - place them in Rumored Enemy draw cup.

MMG in hex 2-J10 can't move, pivot only.

Counteractions

AI closest to a Unit that is **flanking**

► **Fire (+2 CAP)**

Highest FP AI closest to a Unit

► **Fire (+2 CAP)**

AI Mission Objectives

German Control Marker

Mission Orders

Highest FP AI closest to a Soviet Control Marker

► **Fire at the Unit closest to the Control Marker (+2 CAP)**

AI **closest** to a German Control Marker

► **Move towards**

Mission Track

1 Start Mission

2

A fresh German Unit closest to an AI is marked as spent.

3 Sniper

As AI Action: Roll 1D6. The Player loses the rolled number of CAPs. CAP losses are for current Round only.

4 Draw AI Order Card.
Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

5

German: Score if 2-C10 "A" is in LOS of any German unit

6 CAP Surplus

While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

7

Draw AI Order Card. Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

8 Seek Cover
As AI Action:
Lowest DV AI closest to a Unit
► **Place a Hasty Defense Marker on AI**

9 Reinforcements

Soviet reinforcements
German: Score if 2-C10 "A" is in LOS of any German unit

10 Autorally

As AI Action:
Hit AI **closest** to a Unit
► **Autorally**
If no AI can Autorally, execute the Order Card.

11

Draw AI Order Card. Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

12

A fresh German Unit closest to an AI is marked as spent.

13

German: Score if 2-C10 "A" is in LOS of any G.
All: Score Victory Hex 2-J10 (German 5VP, Soviet 2VP).

14 BF Confusion

As AI Action:
Fresh Unit closest to a Mission Objective
► **Mark as spent**
If not, exec. Order Card.

15

Draw AI Order Card. Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

16

A fresh German Unit closest to an AI is marked as spent.

17

German: Score if 2-C10 "A" is in LOS of any German unit.
Soviet: Score Victory Hex 2-J10 4VP

18 Command Exp

Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19

Draw AI Order Card. Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

20 End of Mission

German: Score if 2-C10 "A" is in LOS of any G.
All: Score Victory Hex 2-J10 (German 2VP, Soviet 4VP)

Player Command: Soviet AI: German

Player Command: Soviet Round 1 Initiative

Soviet CAP Allocation per Round: 6 **Beginning Victory Points:**

1 German **Action Cards:** All Action and Bonus cards under 20. The Soviet receives 2 cards in Round 1 and 1 card each Round thereafter. **Order Cards:** 13-55 If 2-C10 is in LOS of an AI, this AI will execute Move orders to a hex in LOS to 2-C10 first.

Counteractions

If 2-C10 is not in LOS of any AI, AI **closest** to a hex in LOS to 2-C10

► **Move towards closest hex in LOS to 2-C10**

Highest FP AI closest to a Unit

► **Fire (+2 CAP)**

AI Mission Objectives

Closest hex in LOS to 2-C10 - if 2-C10 is not in LOS of any AI
Soviet Control Marker

Mission Orders

AI **closest** to a Mission Objective

► **Move towards**

Unhit AI closest to a Unit

► **Move towards and then Fire (+2 CAP)**

Mission Track

1 Start Mission

2

3 Advance

As AI Action: **Unhit** fresh AI closest to a Unit
► **Move 2 hexes (Don't make a spent check)**
If not, exec. Order Card.

4

A fresh Soviet Unit closest to an AI is marked as spent.

5

German: Score if 2-C10 "A" is in LOS of any German unit

6 CAP Surplus

While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

7

A fresh Soviet Unit closest to an AI is marked as spent.

8 BF Confusion

As AI Action:
Fresh, Highest FP Unit closest to an AI
► **Mark as spent**
If not, exec. Order Card.

9

Soviet reinforcements
German: Score if 2-C10 "A" is in LOS of any German unit

10 Swift Action

The AI performs 2 Order Card Actions in a row, drawing a new Order Card for the second action. Then Player's turn.

11

A fresh Soviet Unit closest to an AI is marked as spent.

12

13

German: Score if 2-C10 "A" is in LOS of any G.
All: Score Victory Hex 2-J10 (German 5VP, Soviet 2VP).

14 Careful Aim

As AI Action:
Highest FP AI closest to a Unit
► **Fire (+4 CAPS)**
If not, exec. Order Card.

15

A fresh Soviet Unit closest to an AI is marked as spent.

16

German: Score if 2-C10 "A" is in LOS of any G.
All: Score Victory Hex 2-J10 (German 2VP, Soviet 4VP)

17

German: Score if 2-C10 "A" is in LOS of any German unit.
Soviet: Score Victory Hex 2-J10 4VP

18 Command Exp

Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19

Draw AI Order Card. Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

20 End of Mission

Firefight 4 - General Petrov

Oct 8, 1941 Dispatch: "Urgent! We immediately need a surgeon and a mobile force sent to evacuate General Petrov who has been seriously wounded. The Germans are approaching from the area of Istomo, hill 342. Commence artillery bombardment!" - Major Shabalin

General Situation: After the break through by the German LIII Inf Corps from the SW to Bryansk, Soviet General Petrov withdrew his badly shaken 50th Army to the wooded terrain NE of Bryansk. Trying to break out of the ensuing Bryansk pocket, the general was critically wounded. Informants relay the general's location in a local farmstead to the Germans, who jump at the opportunity to capture him. The Germans must capture or kill the wounded General, who cannot be moved until stabilized. The Soviets must hold out 5 rounds until reinforcements arrive. In addition, Hovlau's Hill (4-I14) offers an excellent mortar spotter vantage point, if captured by the Germans.

Historical Note: State Security Major Shabalin died at the side of General Petrov during a night break out attempt.

Commanders: 2 **Initiative:** Soviets on Round 1. **CAPs per Round:** German 8 CAPs Soviet 6 CAPs

Cards: Shuffle all action and bonus cards under #20. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Map Setup: Maps 3 and 4. Place a Soviet Control Marker on hex 4-I14. **Units Setup:** Soviets set up first.

German Forces: 1st Assault and Mortar Platoon

Setup: Place on or south of row 3-D. None may be hidden.



Orders: Any unit that moves onto the same hex as the Soviet General's infantry squad immediately captures him without a fight. The firefight ends immediately if the general is captured or killed.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

6VP - Capture the General by moving onto his counter in CC.

4VP - Kill the General by eliminating his counter.

2VP - Control Hovlau's Hill hex 4-I14 at the end of the firefight.

Soviet Forces: 3rd Rifle Platoon with Artillery Support

Setup: Place anywhere on or north of row 3-H. The SMG unit represents General Petrov and is placed hidden in either Farmstead hex 4-F10 or 4-G09. Write his location on a piece of paper. He may not move during the firefight, but may pivot. All other Soviet units **may also set up hidden**.



Smoke: The Soviet 5cm mortar and artillery may fire smoke.

Orders: Protect the General at all costs! The firefight ends immediately if the General is captured or killed.

Victory Points:

1VP - Immediately score each German unit eliminated.

6VP - General survives the end of the firefight.

2VP - Control Hovlau's Hill, hex 4-I14, at the end of the firefight.

Pull the 122mm Artillery weapon card. The Russian may target and fire this artillery three times during three different rounds. Any Soviet unit may spot for the artillery. The Soviets may plot artillery before the firefight start and may resolve it at the beginning of round 1.



Round 1

Initiative

General Petrov
Kill 4VP
Capture 6VP

Round 2

General Petrov
Kill 4VP
Capture 6VP

Round 3

General Petrov
Kill 4VP
Capture 6VP

Round 4

General Petrov
Kill 4VP
Capture 6VP

Round 5

General Survives
6VP
Control 4-I14
2VP 2VP
Firefight Ends



Player Command: German AI: Soviet

Player Command: German Round 1 Initiative:

Soviet German CAP Allocation per Round:

8 Beginning Victory Points: 1 Soviet Action Cards:

All Action and Bonus cards under 20. The German receives 2 cards in Round 1 and 1 card each Round thereafter.

Order Cards: 3-43

Place 5cm Mortar on the hex 4-I14. The Mortar can't move. **Place Petrov and No Enemy Counter** in the 1st draw cup. Place two marked RE Counters on hexes 4-F10 and 4-G09. These are Petrov. **All other Soviet units are hidden** - place them in the 2nd Rumored Enemy draw cup.

Counteractions

If Petrov is hit: General Petrov

► **Rally (+2 CAP)**

If Petrov is in LOS of a Unit: 5 cm Mortar

► **Fire smoke on a LOS hex closest to Petrov**

5 cm Mortar

► **Fire smoke on Petrov's hex**

AI Mission Objectives

German Control Marker

Mission Orders

Highest FP AI closest to a Soviet Control Marker or Petrov

► **Fire at the Unit closest to the Control Marker or Petrov (+2 CAP)**

AI closest to a German Control Marker

► **Move towards**

Mission Track

1 Start Mission

2 Draw AI Order Card.
Place a RE counter on the hex specified on the card, on any map, closest to a Unit. Place "No Enemy" Counter into 2nd RE draw cup.

3 Sniper

As AI Action: Roll 1D6. The Player loses the rolled number of CAPs. CAP losses are for current Round only.

Draw 2 Order Cards. A Soviet artillery strike lands on one of the hexes listed on one of the cards (on one of the maps). Choose the hex that will effect the most German Units and then the fewest Soviet AI.

5 Draw AI Order Card.

Place a RE counter on the hex specified on the card, on any map, closest to a Unit. Place "No Enemy" Counter into 2nd RE draw cup.

6 CAP Surplus

While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

Draw 2 Order Cards. A Soviet artillery strike lands on one of the hexes listed on one of the cards (on one of the maps). Choose the hex that will effect the most German Units and then the fewest Soviet AI.

9 Draw AI Order Card.

Place a RE counter on the hex specified on the card, on any map, closest to a Unit. Place "No Enemy" Counter into 2nd RE draw cup.

10 Autorally

As AI Action:
Hit AI **closest** to a Unit
► **Autorally**
If no AI can Autorally, execute the Order Card.

11 Draw AI Order Card.
Place a RE counter on the hex specified on the card, on any map, closest to a Unit. Place "No Enemy" Counter into 2nd RE draw cup.

13 BF Confusion

As AI Action:
Fresh Unit closest to a Mission Objective
► **Mark as spent**
If not, exec. Order Card.

15 Draw AI Order Card.
Place a RE counter on the hex specified on the card, on any map, closest to a Unit. Place "No Enemy" Counter into 2nd RE draw cup.

17 Draw AI Order Card.

Place a RE counter on the hex specified on the card, on any map, closest to a Unit. Place "No Enemy" Counter into 2nd RE draw cup.

18 Command Exp

Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19 Draw AI Order Card.
Place a RE counter on the hex specified on the card, on any map, closest to a Unit. Place "No Enemy" Counter into 2nd RE draw cup.

Draw 2 Order Cards. A Soviet artillery strike lands on one of the hexes listed on one of the cards (on one of the maps). Choose the hex that will effect the most German Units and then the fewest Soviet AI.

20 End of Mission

Score Victory Hex
4-I14

Player Command: Soviet AI: German

Player Command: Soviet Round 1 Initiative:

Soviet Soviet CAP Allocation per Round:

6 Beginning Victory Points:

1 German Action Cards: All Action and Bonus cards under 20. The Soviet receives 2 cards in Round 1 and 1 card each Round thereafter.

Order Cards: 13-55

Place two RE Counters on hexes 4-F10 and 4-G09. These are Petrov for AI. Place General Petrov counter under one of them.

Counteractions

Unhit AI closest to a Unit

► **Fire (+2 CAP)**

AI closest to a Soviet Control Marker or Petrov

► **Move towards**

AI Mission Objectives

Soviet Control Marker

General Petrov

Mission Orders

Unhit AI closest to a Unit

► **Move towards and then Fire (+2 CAP)**

AI closest to a Soviet Control Marker or Petrov

► **Move towards**

Mission Track

1 Start Mission

2
A fresh Soviet Unit closest to an AI is marked as spent.

3 Advance

As AI Action: **Unhit** fresh AI closest to a Unit
► **Move 2 hexes (Don't make a spent check)**
If not, exec. Order Card.

4

5

A fresh Soviet Unit closest to an AI is marked as spent.

6 CAP Surplus

While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

8 BF Confusion

As AI Action:
Fresh, Highest FP Unit closest to an AI
► **Mark as spent**
If not, exec. Order Card.

9

A fresh Soviet Unit closest to an AI is marked as spent.

10 Swift Action

The AI performs 2 Order Card Actions in a row, drawing a new Order Card for the second action. Then Player's turn.

11

A fresh Soviet Unit closest to an AI is marked as spent.

12

13 Careful Aim

As AI Action:
Highest FP AI closest to a Unit
► **Fire (+4 CAPS)**
If not, exec. Order Card.

14

As AI Action: **Highest FP AI closest** to Petrov
► **Fire (+2 CAP)**
If not, exec. Order Card.

15

A fresh Soviet Unit closest to an AI is marked as spent.

16

As AI Action: **Highest FP AI closest** to Petrov
► **Fire (+2 CAP)**
If not, exec. Order Card.

17

As AI Action: **Highest FP AI closest** to Petrov
► **Fire (+2 CAP)**
If not, exec. Order Card.

18 Command Exp

Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19

As AI Action: **Highest FP AI closest** to Petrov
► **Fire (+2 CAP)**
If not, exec. Order Card.

20 End of Mission

Score Victory Hex
4-I14

Firefight 5 - Red Ice

Dec 12, 1941 Personal Journal: "There are only 24 of us left. We finally found a nameless group of houses in this endless waste, set perimeter sentries, and hope the enemy does not find us. The little moonlight there is casts shadows on the snow, making us see Bolsheviks everywhere. If it were not for the duty rotation into the warm huts, I would have given up hours ago." - Private Gerhard Treibmann

General Situation: In early December, the Soviets sent dozens of fresh divisions to the front, while the Germans received neither rations, fuel or munitions. The Germans holed up where they could, while the winter mobile Soviets controlled the countryside, picking and choosing their targets. The Soviet 30th and 1st Shock Armies slammed into the 3rd Pz Army north of Moscow. The LVI Pz Corps entrenched itself in Klin, allowing other divisions of the army to retreat out of the developing encirclement. Small units were stranded throughout the countryside.

Aftermath: Klin fell on Dec 14 and the entire 3rd Panzer Army withdrew west in defeat. Groups of often leaderless men, without rations, fled westwards. Army Group Center regrouped, defending a 780 km front without air or heavy tank support and without supplies. Soviet Colonel General Shaposhnikov in a speech to his army commanders, 'We have, indeed, driven the enemy from the steps of our capital; however, the war will not be decided here. It will take time.'

Commanders: 2 - 3 **Initiative:** Soviets on Round 1. Each Soviet commander takes a turn, then the German takes a turn. So the Soviets will have two turns for each German turn. **Special Turn Rule:** The German may take **two actions per turn**. However, the second action must be a CAP or Card action. If either Soviet commander's units are completely eliminated, this special two actions per turn rule ceases immediately.

Note: Each commander has his own track sheet. Soviet commanders play for a combined win.

CAPs per Commander: German 10 CAPs Soviets 5 CAPs each.

Cards: Shuffle all action and bonus cards under #14. Each Commander receives 2 cards in round 1, then 1 card each round thereafter.

Map Setup: Maps 1 and 2. Place German Control Markers on hexes 2-J05, 2-H07, 2-I07 and 2-J10. **Units Setup:** Germans set up first.

Special Rules: 1. German LMGs jam on a natural 2D6 roll of 4 or less. Un-jam by rallying on a 7 or higher - rally bonuses apply.

2. Snow is on the ground, so all but road movement is slowed. See the snow movement chart which includes all movement penalties.

3. Nighttime. ALL units are limited to a MAXIMUM LOS range of 5 hexes.

German Forces: Remnants of the 14th Motorized Infantry Div.

Setup: Place within the village boundaries shown below.



2x Rifle
3x LMG
1x 8cm Mortar

The Mortar fires with a -1FP penalty against open terrain targets. (This is due to the dampening effect of the snow.)

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

1VP - Per Control Marker at the end of the firefight.

Soviet Forces: Infantry Company / 30th Army.

Soviet 1 Commander:

Place on or east of row 1-K.



1x NKVD

Soviet 2 Commander:

Place south of column 16, map 2



1x SMG

Victory Points:

2VP - Immediately score each German unit eliminated.

2VP - Per Control Marker at the end of the firefight.

The movement values below already include the snow movement penalties!

Hex Type	Movement	Defense
Road	1 AP	+0 DM
Open	2 AP (Snow)	-1 DM
Light Woods	3 AP (Snow)	+1 DM

Hex Type	Movement	Defense
Heavy Woods	3 AP (Snow)	+2 DM
Wood Building	3 AP (Snow)	+1 DM
Stone Building	3 AP (Snow)	+2 DM

Round 1
Initiative ★

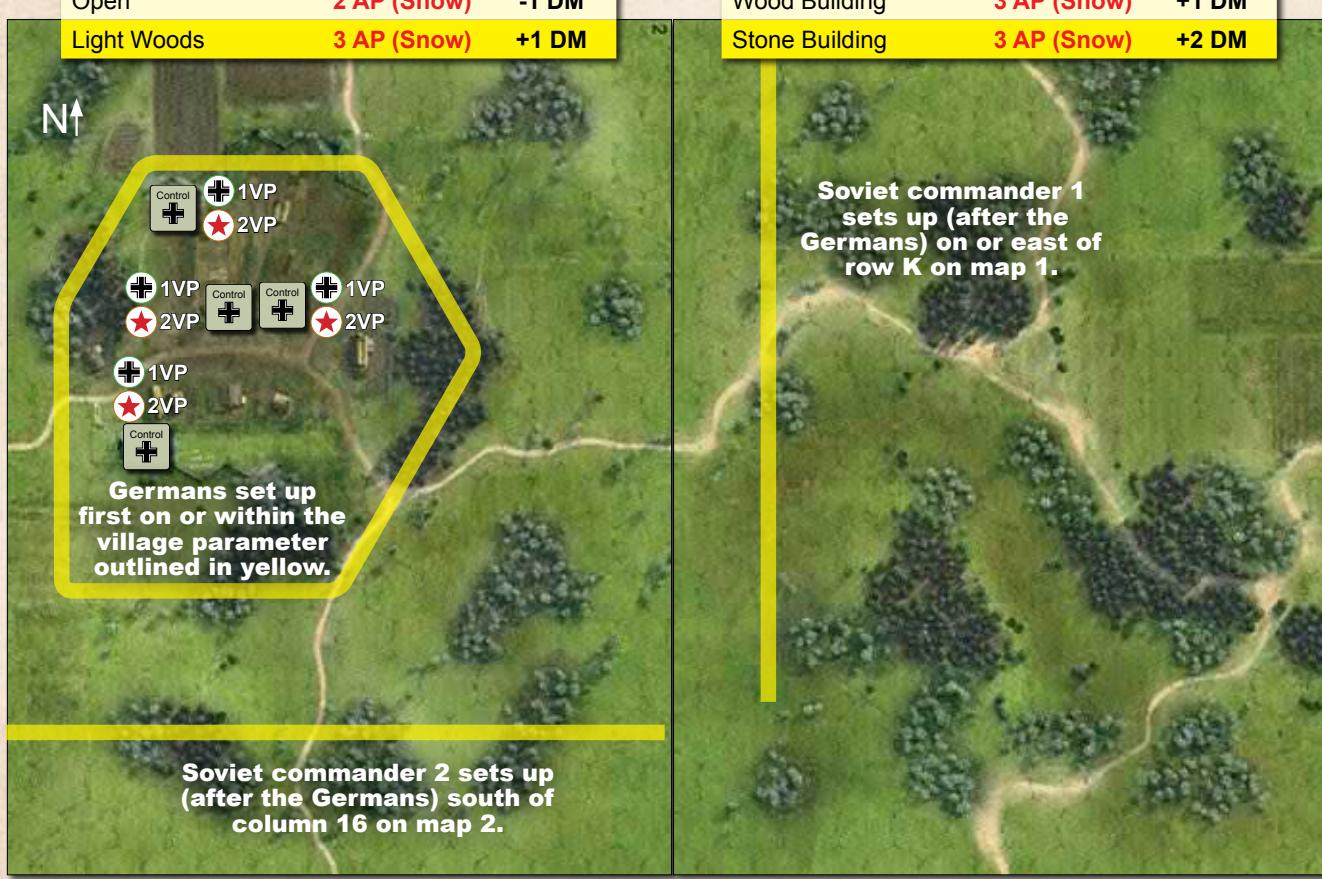
Round 2

Round 3

Round 4

Round 5

Each Control Marker
+1VP ★2VP
Firefight Ends



Player Command: Soviet AI: German

Player Command: Soviet Round 1 Initiative: Soviet **Soviet CAP Allocation per Round:** 5 each Commander Beginning Victory Points: 1 German Action Cards: All Action and Bonus cards under 14. Each Soviet Commander receives 2 cards in Round 1 and 1 card each Round thereafter.

Order Cards: 1-43

Soviet Player takes two turns in a row - one for every Soviet Commander.

Counteractions

AI closest to a Unit that is **flanking**

► **Fire (+2 CAP)**

Highest FP AI closest to a Unit

► **Fire (+2 CAP)**

AI Mission Objectives

Soviet Control Marker

Mission Orders

Highest FP AI closest to a German Control Marker

► **Fire at the Unit closest to the Control Marker (+2 CAP)**

AI **closest** to a Soviet Control Marker

► **Move towards**

Mission Track

1 Start Mission

2 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

3 Sniper

As AI Action: Roll 1D6. The Player loses the rolled number of CAPs. CAP losses are for current Round only.

4 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

5 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

6 CAP Surplus
While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

7 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

8 Seek Cover
As AI Action:
Lowest DV AI closest to a Unit
► **Place a Hasty Defense Marker on AI**

9 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

10 Autorally
As AI Action:
Hit AI closest to a Unit
► **Autorally**
If no AI can Autorally, execute the Order Card.

11 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

12

13 BF Confusion

As AI Action:
Fresh Unit closest to a Mission Objective
► **Mark as spent**
If not, exec. Order Card.

14 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

15 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

16

17 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

18 Command Exp
Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

20 End of Mission

All: Score Victory Hexes

Player Command: German AI: Soviet

Player Command: German Round 1 Initiative: Soviet **German CAP Allocation per Round:** 10 Beginning Victory Points: 1 Soviet Action Cards: All Action and Bonus cards under 14. The German receives 2 cards in Round 1 and 1 card each Round thereafter. **Order Cards:** 13-55

Soviet AI takes two turns in a row - one for every AI Commander. German player may take **two actions per turn**. However, the second action must be a CAP or Card action.

Counteractions

Highest FP AI closest to a Unit

► **Fire (+2 CAP)**

AI Mission Objectives

German Control Marker

Mission Orders

AI **closest** to a German Control Marker
► **Move towards**

Highest FP AI closest to a Soviet Control Marker
► **Fire at the Unit closest to the Control Marker (+2 CAP)**

Mission Track

1 Start Mission

2 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

3 Advance

As AI Action: **Unhit** fresh AI closest to a Unit
► **Move 2 hexes (Don't make a spent check)**
If not, exec. Order Card.

4

A fresh German Unit closest to an AI is marked as spent.

5 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

6 CAP Surplus
While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

A fresh German Unit closest to an AI is marked as spent.

7

8 BF Confusion
As AI Action:
Fresh, Highest FP Unit closest to an AI
► **Mark as spent**
If not, exec. Order Card.

9 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

10 Swift Action
The AI performs 2 Order Card Actions in a row, drawing a new Order Card for the second action. Then Player's turn.

A fresh German Unit closest to an AI is marked as spent.

11

13 Careful Aim

As AI Action:
Highest FP AI closest to a Unit
► **Fire (+4 CAPS)**
If not, exec. Order Card.

14 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

A fresh German Unit closest to an AI is marked as spent.

15

17 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

18 Command Exp
Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19
A fresh German Unit closest to an AI is marked as spent.

20

20 End of Mission
All: Score Victory Hexes

Firefight 6 - The Monsters

June 23, 1941 Personal Journal: "First encounter with T34's. Our 15th Panzer regiment was skirting the western side of Radekhiv, storming a hill to the south and routing the enemy. As we crested the hill, my crew was shouting in elation as we hit tank after tank. Then we encountered a terrible monster that I will never forget - the T-34." - 2nd Lieutenant Fried.

General Situation: After two days of heavy fighting for the city of Przemysl, the Germans blasted through the Russian southern defenses, aiming their Panzer groups deep into enemy territory. Soviet General Andrei Vlassov led a counter attack with the IV Corps 32nd Tank Division to cut off the German's lead attacking elements. A German recon unit of the 15th Panzer Regiment was the first to stumble against the Soviets and was shocked by the heavy T-34 tanks, which simply rolled over their forward most infantry, 3.7cm anti-tank guns, and PzII scout tanks.

Aftermath: The Soviets skillfully committed their forces against the German flanks, inflicting substantial damage. By evening, the Germans had regrouped and tore through the Soviet defenses capturing the city of Luzk two days later. A year later, the Soviet General Vlassov would command the German Wehrmacht's Vlassov Army as part of the Russian Liberation Army.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPs per Round:** German 9 CAPs Soviet 9 CAPs

Cards: Shuffle all action and bonus cards under #30. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Map Setup: Maps 1, 3 and 4. Place Soviet Control Markers on hexes 3-D14, 3-E11, 4-B12, and 4-C05. **Units Setup:** Soviets set up first.

German Forces: 2nd Platoon & 15th Panzer Regiment

Setup: Place all units on map 1 as listed below each counter. Units placed with a vehicle are considered loaded.

3 Opel Blitz E 37 1 11	2 3.7 PaK36 E 39 2 10 3 13	2 SdKfz 251 E 39 3 12 13	2 LMG A 09 1 4 10 12	3 Pz 38(t) E 48 1 3 13 16	2 Fz II F 45 1 4 12 15
2x Truck F09, G08	2x PaK36 F09, G08	1x 251/1 G10	1x LMG G10	1x Pz38t J09	3x PzIIf I07, I11, I17

2x Truck F09, G08 2x PaK36 F09, G08 1x 251/1 G10 1x LMG G10 1x Pz38t J09 3x PzIIf I07, I11, I17

3 PzIII E 48 1 3 13	3 PzIV E 53 1 3 14 16
5 15	5 16
2x PzIIle K10, L12	2x PzIVe J15, K13

Orders: Send fast moving light tanks into the enemies rear, flanking points of resistance. Your platoon must take the hill hexes 4-B12 and 4-C05.

Special rules: The German PzIVe tanks may fire smoke.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

1VP - For each hex 3-D14 & 3-E11 controlled at the end of each round.

2VP - For each hex 4-B12 & 4-C05 controlled at the end of round 2.

4VP - For each hex 4-B12 & 4-C05 controlled at the end of the firefight.

Soviet Forces: 1st Light Tank & 3rd Med Tank Platoons

Setup: Place all units on map 3 as listed below each counter. The BT-7 light tanks set up hidden.

4 Rifle E 41 1 3 11 12	3 ATG45 E 08 4 3 10 13	3 Truck E 35 1 2 11 13	5 BA-10 E 41 1 4 12 14	5 T-26b D 12 1 4 13 15	5 BT-7 E 45 1 4 12 15
2x Rifle E 07, K10	1x ATG45 E 08	1x Truck F 08	1x BA-10 D 12	3x T-26b B 15, D 14, E 09	2x BT-7 Hidden on maps 3 or 4.

Reinforcements Enter Round 3: T-34s enter along road 4-G01.

3x T-34a	1x T-34b

Victory Points:

1VP - Immediately score each German unit eliminated.

1VP - For each hex 3-D14 & 3-E11 controlled at the end of each round.

2VP - For each hex 4-B12 & 4-C05 controlled at the end of round 2.

4VP - For each hex 4-B12 & 4-C05 controlled at the end of the firefight.

Round 1

Initiative
Control 3-D14, 3-E11
 1VP 1VP

Round 2

Control 3-D14, 3-E11
 1VP 1VP
4-B12, 4-C05
 2VP 2VP

Round 3

Control 3-D14, 3-E11
 1VP 1VP

Round 4

Control 3-D14, 3-E11
 1VP 1VP

Round 5

Control 3-D14, 3-E11
 1VP 1VP
4-B12, 4-C05
 4VP 4VP
Firefight Ends



Player Command: German AI: Soviet

Player Command: German Round 1

Initiative: German **German CAP Allocation per Round:** 9 **Beginning Victory Points:** 1 Soviet **Action Cards:** All Action and Bonus cards under 30. The German receives 2 cards in Round 1 and 1 card each Round thereafter. **Order Cards:** 1-43

2 Soviet BT-7 set up hidden - place them in Rumored Enemy draw cup, with 2 No Enemy counters.

Counteractions

AI closest to a Unit that is flanking

► Fire (+2 CAP)

If any T-34 is in the Draw Cup:
Draw an AI from the Draw Cup
► Move onto the hex 4-G01 and then closest to a Mission Objective or Unit

AI Mission Objectives

German Control Marker

Mission Orders

Highest FP AI closest to a Soviet Control Marker

► Fire at the Unit closest to the Control Marker (+2 CAP)

AI closest to a German Control Marker

► Move towards

Mission Track

1 Start Mission

2 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

3 Sniper

As AI Action: Roll 1D6. The Player loses the rolled number of CAPs. CAP losses are for current Round only.

4

Draw AI Order Card. Place a RE counter on the hex specified on the card, on maps 3 or 4, closest to a Unit's flank.

5

All: Score Victory Hexes 3-D14, 3-E11

6 CAP Surplus

While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

7 Seek Cover

As AI Action:
Lowest DV AI closest to a Unit
► Place a Hasty Defense Marker on AI

8

Draw AI Order Card. Place a RE counter on the hex specified on the card, on maps 3 or 4, closest to a Unit's flank.

9 Reinforcements

T-34s enter.
All: Score Victory Hexes 3-D14, 3-E11, 4-B12, 4-C05

10 Autorally

As AI Action:
Hit AI closest to a Unit
► Autorally
If no AI can Autorally, execute the Order Card.

11 When the Mission

Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

12

Draw AI Order Card. Place a RE counter on the hex specified on the card, on maps 3 or 4, closest to a Unit's flank.

13

All: Score Victory Hexes 3-D14, 3-E11

14 BF Confusion

As AI Action:
Fresh Unit closest to a Mission Objective
► Mark as spent
If not, exec. Order Card.

15 When the Mission

Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

16

Draw AI Order Card. Place a RE counter on the hex specified on the card, on maps 3 or 4, closest to a Unit's flank.

17

All: Score Victory Hexes 3-D14, 3-E11

18 Command Exp

Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19 When the Mission

Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.

20 End of Mission

All: Score Victory Hexes 3-D14, 3-E11, 4-B12, 4-C05

Player Command: Soviet AI: German

Player Command: Soviet Round 1 Initiative

German Soviet CAP Allocation per Round: 9 **Beginning Victory Points:**

1 German **Action Cards:** All Action and Bonus cards under 30. The Soviet receives 2 cards in Round 1 and 1 card each Round thereafter. **Order Cards:** 13-55

Counteractions

PzIVe closest to a highest FP, unspent Unit with a LOS to an AI

► Fire smoke on a LOS hex of highest FP, unspent Unit to break LOS to the most AIs

Highest FP AI closest to a Unit

► Fire (+2 CAP)

AI Mission Objectives

Soviet Control Marker

Mission Orders

AI closest to a Soviet Control Marker

► Move towards

Unhit AI closest to a Unit

► Move towards and then Fire (+2 CAP)

Mission Track

1 Start Mission

2

3 Advance

As AI Action: Unhit fresh AI closest to a Unit
► Move 2 hexes (Don't make a spent check)
If not, exec. Order Card.

4

A fresh Soviet Unit closest to an AI is marked as spent.

5

All: Score Victory Hexes 3-D14, 3-E11

6 CAP Surplus

While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

7

A fresh Soviet Unit closest to an AI is marked as spent.

8 BF Confusion

As AI Action:
Fresh, Highest FP Unit closest to an AI
► Mark as spent
If not, exec. Order Card.

9 Reinforcements

T-34s enter.
All: Score Victory Hexes 3-D14, 3-E11, 4-B12, 4-C05

10 Swift Action

The AI performs 2 Order Card Actions in a row, drawing a new Order Card for the second action. Then Player's turn.

11

A fresh Soviet Unit closest to an AI is marked as spent.

12

13

All: Score Victory Hexes 3-D14, 3-E11

14 Careful Aim

As AI Action:
Highest FP AI closest to a Unit
► Fire (+4 CAPS)
If not, exec. Order Card.

15

A fresh Soviet Unit closest to an AI is marked as spent.

16

17

All: Score Victory Hexes 3-D14, 3-E11

18 Command Exp

Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19

A fresh Soviet Unit closest to an AI is marked as spent.

20 End of Mission

All: Score Victory Hexes 3-D14, 3-E11, 4-B12, 4-C05

Monster Tanks – Göringstrasse!

The Battle of Berlin – April 26th, 1945

Historical Overview: At the beginning of 1945, World War II was drawing to a bitter end. Allied forces had crossed the Rhine and were quickly advancing into German territory, while the Red Army was steam rolling through eastern Germany. Marshal Zhukov himself commanded the Soviet spearhead aimed at Berlin. Massive Soviet forces of tanks and guard infantry were marching on the German capital, which Stalin's propaganda had dubbed 'Berlog' - the Beast's Lair. Bloody last stand battles raged between the Red Army and the desperate German forces defending their capital. Deep in the reinforced concrete below the broken city, the German Fuehrer Adolf Hitler continued to descend into madness, moving nonexistent army divisions across maps as he put all of his hope into the illusion of Wunderwaffen - secret weapons capable of beating back the overwhelmingly superior Allied and Soviet forces and winning the war. Unfortunately for Hitler, the secret weapons never materialized. With their backs literally against the wall, the ragtag defenders of Berlin were forced to rely on blood and iron. Wehrmacht soldiers, press ganged old men, armed Hitler youth and foreign Waffen SS fanatics desperately tried to stem the Red flood, hoping to beat back the aggressors even at the cost of their own lives. All to no avail - the Red Army was triumphant, liberating Berlin by the sheer force of their numerical supremacy.

What, however, if Hitler's Wunderwaffe had become reality, even if only to the least degree? What if German manufacturers had been able to finalize one of their 'futuristic' weapons, one that in reality had passed the testing stage and was in actual production? Would those last giants of hubris and steel have been able to prolong the Reich's existence, even if just for a few days or weeks?

Firefight Overview: Through the suburbs of Berlin, Soviet tanks and hordes of infantry are steadily advancing towards its downtown sector, brushing away any form of resistance. However, at Göringstrasse, a street leading directly to Hitler's last bunker, the Red Army for the first time meets real resistance. Fanatic soldiers of the French Waffen SS Division "Charlemagne" are barring the way. These experienced combat soldiers prefer death in combat to a life in a French prison. They make the Russians pay dearly in blood for every advance of an inch. Surprisingly, the French SS soldiers receive reinforcements in the form of two tanks formerly unknown to the Soviet - hulking monsters that can shred Soviet attacks within seconds. These tanks are the 'Maus' and the 'Panther F', experimental German tanks issuing from the secret "Kummersdorf" laboratory. They are rushed through final production and are thrown into battle at the special request of the Fuehrer himself. After hearing of two attacks being repulsed by the Wunderwaffen, General Chuikov, the hero of Stalingrad and Zhukov's champion in Berlin, decides to send in his own big guns. The super heavy "Joseph Stalin 3" tanks, beasts deserving of a chance to spearhead an attack on the German monster tanks. Using the JS-3 heavy tanks, the local Soviet commander should hopefully be able to break through the line of the French SS combat veterans to blast open the proverbial gate to Hitler's last retreat...

Historical Notes:

The Panzerkampfwagen VIII "Maus" ("Mouse") was a super heavy tank developed by Ferdinand Porsche around 1943-1944. It turned out to be a purely utopian project, sheer megalomania fueled by Hitler's delight in overblown projects. Weighing 190 tons and armed with a 12.8cm gun, nearly all plans to ever actually field the Maus were dismissed by the time the first prototype was finished in 1944. Germany's resources were too sparse to allow for a project such as the Maus. Only the prototype was built to completion and the Germans were to have destroyed it as the Red Army was about to conquer Kummersdorf, where the Maus was designed.

Some sources, however, claim that the Maus was actually used to fend off the Red Army, being destroyed without having much of an impact on the battle. All remaining manufactured parts for Maus production were reused in the defense of Berlin 1945. In fact, some gun turrets were actually built into bunkers as heavy artillery. These converted Maus gun turrets actually fired on the Red Army several times - but as a piece of static artillery rather than as a tank. Oddly enough, German engineers designed a tank even heavier than the Maus - detailed plans were finished for the 'Landkreuzer P-1000 Ratte' (the 'Land Cruiser P-1000 Rat'), a tank weighing 1000 tons and carrying as main armament a gun turret designed for a battleship. This monstrosity, however, was too much even by Hitler's standard. Although it would have been ready for construction, the Ratte never made it past the blueprints stages.

The Panther F was designed as an upgrade to the Panzer V 'Panther' tank. It was to be equipped with a much leaner turret and with range-finding equipment. Much of its design was well ahead of its time, and its blueprints supposedly had significant influences on the design of many post-war tanks developed by Soviet and Allied companies.

The IS-3, "Joseph-Stalin-3", was the only one of all these giants to actually make it into serial production, beginning in May 1945. However, the IS-3 never saw combat against the Germans, only against the Japanese on the Manchurian front. In this "What-If" firefight, we have decided to predate the production of the IS-3 by a few months to allow it to brave its maiden voyage in the streets of Berlin.

The stats for all of the tanks in this game are based on actual blueprint and prototype data.

Waffen SS Division 'Charlemagne'. After the German army realized that the war would drag on for quite a while, the Waffen-SS started to recruit heavily from friendly local populace, forming entire divisions composed of foreign soldiers. These included French, Danish, Russians, Bosniaks, Croats, Cossacks, and others that were willing to fight for Germany for other political and nationalistic reasons. Even more than 1,000 Indians volunteered to fight under the swastika! Not all of them were much of a help, though: the Bosniak Division was better known for brutal atrocities than for battle prowess while the Indian Legion, stationed in France, was more prone to fall victim to the pleasantries of French culture than the attacks of French partisans. In a strange twist of history, the last defenders of Hitler's Reichskanzlei were actually French Waffen SS soldiers of the SS Division "Charlemagne". Much to the surprise of war correspondents, the soldiers of Charlemagne proved to be combat hardened fanatics that would not willingly give up an inch of ground. The French held off the Soviets with a death defying determination, impressing even their opponents. The last soldiers to receive the Iron Cross were soldiers of Charlemagne, although only a handful of members saw the end of the war. Some, and many other German SS soldiers, would again bear arms together a few years later in Vietnam, this time fighting under the French flag.

Commanders: 2 **Initiative:** Soviets on Round 1.

CAP Allocation per Round: Germans 8 CAPs Soviets 10 CAPs each. (**CAPs adjustments cannot fall under 4 for either side.**)

Cards: Shuffle all action and bonus cards under #40. Each commander receives 2 cards on round 1. In each round thereafter, the German player receives 1 additional card and the Soviet player receives 2 additional cards.

Map Setup: Map 5. Place **Road Blocks** on D04, D06, C15 and E17.

Place **Rubble** counters on C05, D05, D08, E03, F07, F13, G08, I05 and J11.

Place **Trenches** on G09, G11, H13, G15, E16.

Place **Barbed Wire** on F10. Place a **Bridge** counter (represents a Soviet pontoon bridge) on B11.

Place **Control Markers**, German side up, on Hex C10 and J10.



German Forces: Defenders of Berlin

Kampfgruppe Kummersdorf with Prototypes

Setup Round 1: Place anywhere on Map 5.



1x Maus



1x Panther F



1x Flak 18

Place hidden

Elements of the 33rd Waffen-SS Grenadier-Div. "Charlemagne"

Setup Round 1: Place in any Terrain that gives a DM-Bonus.

2 Units may be set up hidden. Hasty Defense may be placed with any unit. Place Roadblock anywhere on Map 5.



2x Pioneers



4x Rifles



3x LMG



1x HMG



1x Panzer-schreck



1x 8cm Mortar



6x Hasty Defense



1x Roadblock

Orders: For many years we have been fighting for the glory of the Reich - now, let us make our final stand and die with honor! Most of us will never see another sun rise - let us ensure that the Soviet sun rises to face myriads of Soviet graves. Through the kindness of the Fuehrer, we have received two secret weapons. With their help, we will bury the Bolsheviks in the ruins of our beloved capital.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

2VP - Immediately score for destroying the JS-3.

1VP - Per control marker at the end of each round.

Special Rules

Panzerfaust: German pioneer and rifle units have access to Panzerfausts (like a Weapon card) and can fire them as an action for 4 APs. Apply the following Firepower: **Blue 10 / Red -1 FP**, Range 1. Short range and CC-modifiers apply. If the unmodified attack 2d6 result is < 5 (less than 5), the supply of Panzerfausts is exhausted and can no longer be used by the Germans. *The Panzerfaust ("Tank Fist") was one of the most effective designs of the Reich: Simple, very cheap to produce and easy to use, it proved to be probably the most famous anti-tank weapon of World War 2 and was the basis for countless other anti-tank systems. During the defense of the Reich and especially in the narrow streets of the German cities, the Panzerfaust was the first and only line of defense against the Soviet tanks.*

Soviet infantry (rifles and SMG) can use the Panzerfaust too; although they have to pay 5 AP for fire one as an action. If the unmodified attack 2d6 result is ≤ 5 (equal or less than 5), the supply of Panzerfausts is exhausted and can no longer be used by the Soviets. *The Soviets did not possess any comparable anti-tank weapon, but they were quite happy to use any Panzerfaust they could lay their hands on. Finding them in conquered German army positions did not prove to be difficult: The Reich produced over 6 million of them, leaving more than enough for Soviet use.*

Ammunition shortages: The German player cannot modify any attack die roll with CAPs.

Mon honneur s'appelle fidelité: All SS-Units treat all hit counters as a "Foot unnerved" counter. The only exception is the "Foot KILLED" counter, which still counts as an instant kill. *Just like regular SS, the French Waffen-SS-soldiers of Charlemagne insisted that "their Honor was Loyalty". Soviet forces highly respected and feared the SS and Waffen-SS as enemies, and the soldiers of Charlemagne lived up to this respect. During the defense of Berlin, nobody fought fiercer or with less concern for their own survival than the French SS-soldiers. They knew well that life had nothing in store for them anymore and history proves them right: The few of them captured alive and handed to the French authorities were abused in prison and then executed without trial.*

Red Flood: Destroyed Soviet T34-85 and KV-85 tanks may attempt to re-enter the game during the round after they are destroyed. At the beginning of the round after one of these tanks is destroyed, and after Soviet CAPs have been reset, a 2D6 die result of 7 or higher immediately allows a tank to be removed from the CAP track to re-enter the battle as a reinforcement that can enter from the northern edge on round 2 or, from round 3 on, either the eastern, northern or western edge of the map. A 2D6 result of 6 or less results in a tank being permanently out of the game and remaining no the CAP track. This die roll may not be modified with CAPs. The German player still gains VPs every time he destroys a Soviet unit, including re-constituted tanks. *The Red Army stormed Berlin with exceeding numerical superiority, outnumbering the city's defenders by far. Tanks especially were churned out by Soviet factories in numbers large enough to deprive German commanders of any respite.*



Soviet Forces: 8th Guards Army

Mixed Soviet Assault Forces

Enter from the northern edge of Map 5.



1x JS-3



2x T34/85



1x KV-85



8x Rifles

Round 3: Soviet Infiltration Force

Enter from the eastern or western edge of Map 5 (choose one edge).



1x Pantera



4x SMG-Rifles

Orders: We are so close! Between us and the innermost heart of the Reich are only a few flimsy Frenchmen and these monsters the Nazis have thought up in their secret labs. Never mind! They are not the only ones able to rely on heavy fire power. Chuikov has sent us some JS-3 to tackle these German abominations. We will slash through their defenses: Nobody stops the glorious advance of the Red Army - no secret German tanks, no French Nazis, nobody! As soon as we control the Göringstrasse, we can send our forces against the Fuehrer himself - onward for Stalin!

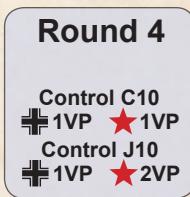
Victory Points:

2VP - Immediately score each German unit, except the Maus, eliminated.

7VP - Immediately score for destroying the JS-3.

1VP - At the end of each round for controlling Hex C10.

2VP - At the end of each round for controlling Hex J10.



Soviet Reinforcements Enter Round 3



Player Command: Soviet AI: German

Player Command: Soviet Round 1 Initiative: Soviet Soviet CAP Allocation per Round: 10 Beginning Victory Points: 1 German Action Cards: All Action and Bonus cards under 40. The Soviet receives 2 cards in Round 1 and 2 cards each Round thereafter. Order Cards: 1-43 Adjusting Difficulty: For an easier Mission, the German AI can't use CAP modifications. **Flak 18 + 2 German Units may be set up hidden** - place them in Rumored Enemy draw cup.

Counteractions

If the JS-3 has not been destroyed: Highest FP AI closest to the JS-3
 ▶ Fire (+2 CAP)

AI Mission Objectives

Soviet Control Markers

Mission Orders

Highest FP AI closest to a German Control Marker
 ▶ Fire at the Unit closest to the Control Marker (+2 CAP)

AI closest to a Soviet Control Marker
 ▶ Move towardss

Mission Track

1 Start Mission	2	3 Sniper As AI Action: Roll 1D6. The Player loses the rolled number of CAPs. CAP losses are for current Round only.	4 Draw AI Order Card. Place a RE counter on the hex specified on the card. Place "No Enemy" Counter into RE draw cup.
5 Score Victory Hexes C10, J10.	6 CAP Surplus While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.	7 Draw AI Order Card. Place a RE counter on the hex specified on the card. Place "No Enemy" Counter into RE draw cup.	8 Seek Cover As AI Action: Lowest DV AI closest to a Unit ▶ Place a Hasty Defense Marker on AI
9 Reinforcements Soviet Infiltration Force enters. Score Victory Hexes C10, J10.	10 Autorally As AI Action: Hit AI closest to a Unit ▶ Autorally If no AI can Autorally, execute the Order Card.	11 Draw AI Order Card. Place a RE counter on the hex specified on the card. Place "No Enemy" Counter into RE draw cup.	12
13 Score Victory Hexes C10, J10.	14 BF Confusion As AI Action: Fresh Unit closest to a Mission Objective ▶ Mark as spent If not, exec. Order Card.	15 Draw AI Order Card. Place a RE counter on the hex specified on the card. Place "No Enemy" Counter into RE draw cup.	16
17 Score Victory Hexes C10, J10.	18 Command Exp Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.	19 Draw AI Order Card. Place a RE counter on the hex specified on the card. Place "No Enemy" Counter into RE draw cup.	20 End of Mission Score Victory Hexes C10, J10.

Player Command: German AI: Soviet

Player Command: German Round 1 Initiative: Soviet German CAP Allocation per Round: 8 Beginning Victory Points: 1 Soviet Action Cards: All Action and Bonus cards under 40. The German receives 2 cards in Round 1 and 1 card each Round thereafter. Order Cards: 13-55 Adjusting Difficulty: For a harder Mission, the German Player can't use CAP modifications.

Counteractions

Highest FP AI closest to the Maus
 ▶ Fire (+2 CAP)

If an AI is in the Draw Cup:
 Draw an AI from the Draw Cup
 ▶ Move onto the map hex closest to a Mission Objective or Unit

AI Mission Objectives

The Maus
German Control Markers

Mission Orders

AI closest to a German Control Marker
 ▶ Move towardss

Unhit AI closest to a Unit
 ▶ Move towardss and then Fire (+2 CAP)

Mission Track

1 Start Mission	2	3 Advance As AI Action: Unhit fresh AI closest to a Unit ▶ Move 2 hexes (Don't make a spent check) If not, exec. Order Card.	4 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.
5 Score Victory Hexes C10, J10.	6 CAP Surplus While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.	7 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.	8 BF Confusion As AI Action: Fresh, Highest FP Unit closest to an AI ▶ Mark as spent If not, exec. Order Card.
9 Reinforcements Soviet Infiltration Force enters. Score Victory Hexes C10, J10.	10 Swift Action The AI performs 2 Order Card Actions in a row, drawing a new Order Card for the second action. Then Player's turn.	11 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.	12
13 Score Victory Hexes C10, J10.	14 Careful Aim As AI Action: Highest FP AI closest to a Unit ▶ Fire (+4 CAPS) If not, exec. Order Card.	15 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.	16
17 Score Victory Hexes C10, J10.	18 Command Exp Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.	19 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.	20 End of Mission Score Victory Hexes C10, J10.

Sandomierez Counter Attack

General Situation: In early August 1944 the First Ukrainian Front crossed the Vistula River near the Polish city of Sandomierez. The Germans counter-attacked with armored forces including their new King Tiger tanks to eliminate the bridgehead. However, the Soviets had T-34/85's and were very well hidden. Near the village of Oldegow, the two forces met.

Historical Aftermath: The German forces walked into an ambush. A pair of Soviet T-34/85's, led by Captain P. Ivushkin, knocked out several King Tigers with shots to their side and rear. The German counter-attack failed, and the debut of the King Tigers demonstrated they were not as good on the offense as the defense.

This firefight requires components from Storms of Steel, Awakening the Bear, 2nd Ed, and the Monster Tank Expansion Sheet

Commanders: 2 **Initiative:** Germans on Round 1. **CAP Allocation per Round:** German 5 CAPs Soviet 6 CAPs

Cards: Shuffle all action and bonus cards through #30. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Veterans Cards: Soviets receive the Hidden Actions card.

Map Setup: Maps 1 and 2. Place Soviet control marker on hex 2-H08.

German Forces: 1st Plt, 501st Heavy Tank Battalion

Setup: The Germans enter along southern map edge.



1x King Tiger



1x Tiger



2x PzIVh

Orders: Your platoon must take the village of Oldegow.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

1VP - Control Hex 2-H08 at the end of each round.

Terrain note: Due to the sandy terrain, vehicle track bonuses are downgraded by one level (i.e., a T-34 maneuvers like it has one, not two track bonuses). Roads are ignored except through woods.

Soviet Forces: 3rd Plt, 6th Guard Tank Corps

Setup: Two T-34/85's may be placed anywhere north of map 1, row G, hidden. The remaining units are placed anywhere north of row D, map 2.



2x T-34/85*



4x T-34c



1x Su-122

Orders: Ambush the Germans and prevent them from taking Oldegow

Victory Points:

1VP - Immediately score each Pz IVh eliminated.

2VP - Immediately score each Tiger eliminated.

3VP - Immediately score each King Tiger eliminated.

1VP - Control Hex 2-H08 end of rounds 3, 4, 5.

*Soviet T-34/85's can use the hidden actions card once per tank

Round 1

Initiative:
Germans

Germans: score
Control Hex

Round 2

Germans: score
Control Hex

Round 3

Germans: score
Control Hex

Round 4

All: score
Control Hex

Round 5

All: score
Control Hex

Firefight Ends



Player Command: German AI: Soviet

Player Command: German Round 1 Initiative: German **German CAP Allocation per Round:** 5 **Beginning Victory Points:** 1 Soviet **Action Cards:** All Action and Bonus cards through 30. The German receives 2 cards in Round 1 and 1 card each Round thereafter. **Order Cards:** 3-43

2 Soviet T-34/85's may be set up hidden
- place them in Rumored Enemy draw cup.

Counteractions

Highest FP AI closest to the King Tiger
► **Fire (+2 CAP)**

Highest FP AI closest to the Tiger
► **Fire (+2 CAP)**

AI Mission Objectives

German Control Marker

Mission Orders

Highest FP AI closest to a Soviet Control Marker

► **Fire at the Unit closest to the Control Marker (+2 CAP)**

AI closest to a German Control Marker
► **Move towards**

Mission Track

1 Start Mission

2

3 Sniper

As AI Action: Roll 1D6. The Player loses the rolled number of CAPs. CAP losses are for current Round only.

4 Draw AI Order Card. Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

5

German: Score Victory Hex 2-H08

6 CAP Surplus

While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

7 Draw AI Order Card.

Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

8 Seek Cover

As AI Action:
Lowest DV AI closest to a Unit
► **Place a Hasty Defense Marker on AI**

9

German: Score Victory Hex 2-H08

10 Autorally

As AI Action:
Hit AI **closest** to a Unit
► **Autorally**
If no AI can Autorally, execute the Order Card.

11 Draw AI Order Card.

Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

12

13

All: Score Victory Hex 2-H08

14 BF Confusion

As AI Action:
Fresh Unit closest to a Mission Objective
► **Mark as spent**
If not, exec. Order Card.

15 Draw AI Order Card.

Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

16

17

All: Score Victory Hex 2-H08

18 Command Exp

Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19 Draw AI Order Card.

Place a RE counter on the hex specified on the card, on Map 1. Place "No Enemy" Counter into RE draw cup.

20 End of Mission

All: Score Victory Hex 2-H08

Player Command: Soviet AI: German

Player Command: Soviet Round 1 Initiative: German **Soviet CAP Allocation per Round:** 6 **Beginning Victory Points:** 1 German **Action Cards:** All Action and Bonus cards through 30. The Soviet receives 2 cards in Round 1 and 1 card each Round thereafter. **Order Cards:** 13-52

Counteractions

AI closest to a Unit that is **flanking**
► **Fire (+2 CAP)**

If an AI is in the Draw Cup:
Draw an AI from the Draw Cup
► **Move onto the map hex closest to a Mission Objective or Unit**

AI Mission Objectives

Soviet Control Marker

Mission Orders

AI **closest** to a Soviet Control Marker
► **Move towards**

Unhit AI closest to a Unit
► **Move towards and then Fire (+2 CAP)**

Mission Track

1 Start Mission

2

3 Advance

As AI Action: **Unhit** fresh AI closest to a Unit
► **Move 2 hexes (Don't make a spent check)**
If not, exec. Order Card.

4

A fresh Soviet Unit closest to an AI is marked as spent.

5

German: Score Victory Hex 2-H08

6 CAP Surplus

While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

7

A fresh Soviet Unit closest to an AI is marked as spent.

8 BF Confusion

As AI Action:
Fresh, Highest FP Unit closest to an AI
► **Mark as spent**
If not, exec. Order Card.

9

German: Score Victory Hex 2-H08

10 Swift Action

The AI performs 2 Order Card Actions in a row, drawing a new Order Card for the second action. Then Player's turn.

11

A fresh Soviet Unit closest to an AI is marked as spent.

12

13

All: Score Victory Hex 2-H08

14 Careful Aim

As AI Action:
Highest FP AI closest to a Unit
► **Fire (+4 CAPS)**
If not, exec. Order Card.

15

A fresh Soviet Unit closest to an AI is marked as spent.

16

17

All: Score Victory Hex 2-H08

18 Command Exp

Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck.

19

A fresh Soviet Unit closest to an AI is marked as spent.

20 End of Mission

All: Score Victory Hex 2-H08

X Oktybra State Farm

27 July 1942: "Driver, crush the gun!" - Vasily Krysov, from *Panzer Destroyer*

General Situation: During late July, the Germans launched their Fall Blau offensive in the southern Soviet Union. Near the Don River, the Soviet 158th Separate Heavy Tank Brigade of the 28th Tank Corps of the 1st Tank Army attacked the Germans across the flat Don Steppe in an effort to slow the German offensive. At the X Oktybra State Farm, KV-1S tanks supported by infantry assaulted the positions of the German 60th Motorized Division of the XIV Panzer Corps.

Aftermath: The 1st Tank Army's counterstroke blunted the drive of the XIV Panzer Corps. The Soviets lost heavily, more than the Germans, but the XIV Panzer Corps had to halt in order to fight off the determined Soviet attacks. The Soviets would make up their losses in time, but the Germans would not, as they drove east towards Stalingrad. Furthermore, the counterstroke demonstrated that in 1942 the Soviets would fight hard to stop the Germans, and there would be no mass encirclements or panic by the Red Army as happened in 1941.

This firefight requires components from *Storms of Steel*, *Awakening the Bear* 2nd ed, and *Monster Tanks Expansion Sheet*

Commanders: 2 **Initiative:** Soviets on Round 1. **CAP Allocation per Round:** German 8 CAPs Soviet 6 CAPs

Cards: Shuffle all action and bonus cards through #20. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Veteran Card: The Soviets can use the Overrun card once.

Map Setup: Maps 2 and 8. Place German control marker on hex 2-G08.

German Forces: 92nd Mot. Infantry, 2nd Pz Rgt

Setup: Place units anywhere on map 2. PaK guns must start in a gun pit.



2x PaK 38

1x PaK40

(Front DV is a red 13.)

2x Inf 41



3x Gunpits +2 is black for guns/vehicles this FF



2x PzIII(L)



1x PzIV(F)2



4x Wire



4x Trenches

Reinforcements: Enter turn 3 at 2-A10

Orders: Hold the State Farm and counter attack to destroy the Soviet armor.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

1VP - For hex 2-G08 controlled at the end of each round.

Soviet Forces: 158th Hvy Tank Bde and 131st Rifle Div

Setup: T-70's start on map 8 east of row I. Remaining units arrive on turn 1 anywhere along the east edge of map 8. SMG Rifles may enter riding tanks, Rifle '41 enter on foot.



Orders: Take the State Farm by storm and defeat the German armored reserves.

Victory Points:

1VP - Immediately score each German unit eliminated.

5VP - For hex 2-G08 controlled at the end of round 5.

Counter note: If you don't have three KV-1S counters, use regular KV-1 tanks but play with the values of the KV-1S.

Round 1

Initiative: Soviet
Score: German

Round 2

Score: German

Round 3

Score: German
Reinforcements: German

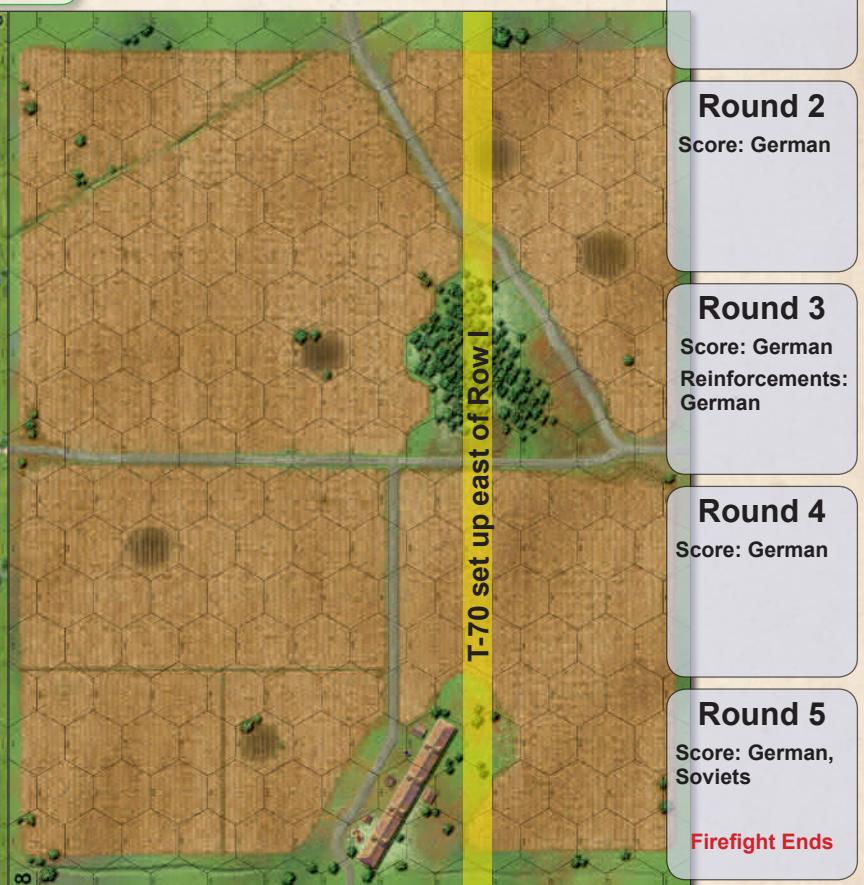
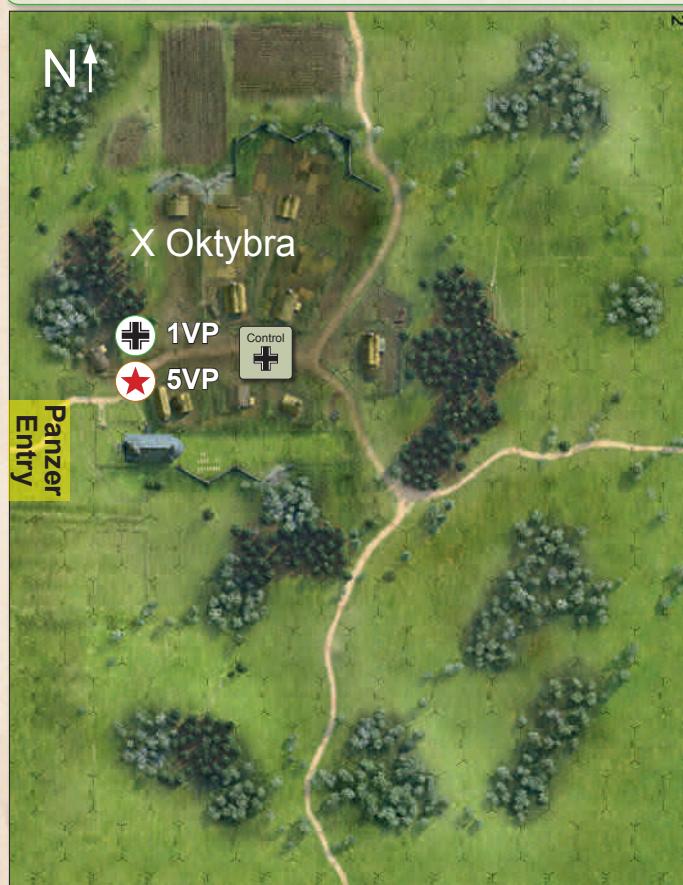
Round 4

Score: German

Round 5

Score: German, Soviets

Firefight Ends



Player Command: Soviet AI: German

Player Command: Soviet Round 1 Initiative: Soviet Soviet CAP Allocation per Round: 6 Beginning Victory Points: 1 German Action Cards: All Action and Bonus cards through 20. The Soviet receives 2 cards in Round 1 and 1 card each Round thereafter. Order Cards: 1-43

Counteractions

Highest FP AI closest to a Unit
► Fire (+2 CAP)

If an AI is in the Draw Cup:
Draw an AI from the Draw Cup
► Move onto the map hex closest to a Mission Objective or Unit

AI Mission Objectives

Soviet Control Marker

Mission Orders

Highest FP AI closest to a German Control Marker
► Fire at the Unit closest to the Control Marker (+2 CAP)

AI closest to a Soviet Control Marker
► Move towards

Mission Track

1 Start Mission	2	3 Sniper As AI Action: Roll 1D6. The Player loses the rolled number of CAPs. CAP losses are for current Round only.	4 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.
5	6 CAP Surplus While the Mission Marker is on this space, the AI adds +1 to all of its die rolls. German: Score Victory Hex 2-G08	7 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.	8 Seek Cover As AI Action: Lowest DV AI closest to a Unit ► Place a Hasty Defense Marker on AI
9 Reinforcements German reinforcements enter at 2-A10. German: Score Victory Hex 2-G08	10 Autorally As AI Action: Hit AI closest to a Unit ► Autorally If no AI can Autorally, execute the Order Card.	11 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.	12
13	14 BF Confusion As AI Action: Fresh Unit closest to a Mission Objective ► Mark as spent If not, exec. Order Card. German: Score Victory Hex 2-G08	15 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.	16
17	18 Command Exp Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck. German: Score Victory Hex 2-G08	19 When the Mission Track Marker lands on this space, execute the current Order Card as if it is a Command Order Card.	20 End of Mission All: Score Victory Hex 2-G08

Player Command: German AI: Soviet

Player Command: German Round 1 Initiative: Soviet German CAP Allocation per Round: 8 Beginning Victory Points: 1 Soviet Action Cards: All Action and Bonus cards through 20. The German receives 2 cards in Round 1 and 1 card each Round thereafter. Order Cards: 13-53

Counteractions

Highest FP AI closest to a Unit
► Fire (+2 CAP)

If an AI is in the Draw Cup:
Draw an AI from the Draw Cup
► Move onto the map hex closest to a Mission Objective or Unit

AI Mission Objectives

German Control Marker

Mission Orders

AI closest to a German Control Marker
► Move towards

Unhit AI closest to a Unit
► Move towards and then Fire (+2 CAP)

Mission Track

1 Start Mission	2	3 Advance As AI Action: Unhit fresh AI closest to a Unit ► Move 2 hexes (Don't make a spent check) If not, exec. Order Card.	4 A fresh German Unit closest to an AI is marked as spent.
5	6 CAP Surplus While the Mission Marker is on this space, the AI adds +1 to all of its die rolls. German: Score Victory Hex 2-G08	7 A fresh German Unit closest to an AI is marked as spent.	8 BF Confusion As AI Action: Fresh, Highest FP Unit closest to an AI ► Mark as spent If not, exec. Order Card.
9 Reinforcements German reinforcements enter at 2-A10. German: Score Victory Hex 2-G08	10 Swift Action The AI performs 2 Order Card Actions in a row, drawing a new Order Card for the second action. Then Player's turn.	11 A fresh German Unit closest to an AI is marked as spent.	12
13	14 Careful Aim As AI Action: Highest FP AI closest to a Unit ► Fire (+4 CAPS) If not, exec. Order Card. German: Score Victory Hex 2-G08	15 A fresh German Unit closest to an AI is marked as spent.	16
17	18 Command Exp Shuffle 2 random Command Order Cards removed, due to killed AI, back into the Order Card Deck. German: Score Victory Hex 2-G08	19 A fresh German Unit closest to an AI is marked as spent.	20 End of Mission All: Score Victory Hex 2-G08